

WHAT IS CLAIMED IS:

1. A computer-implemented method for displaying a markup of a graphical image comprising:

- 5 session with;
- (a) receiving, in a first client, an identification of a second client to initiate a chat
  - (b) initializing a chat session across a network between the first client and the second client;
  - (c) displaying a graphical image on the first client;
  - (d) selecting a command to markup the graphical image;
  - 10 (e) in response to the command, storing markup information in a markup file separate from the graphical image, wherein the markup information comprises:
    - (i) a markup entity;
    - (ii) a source reference that identifies the graphical image; and
    - 15 (iii) an orientation that indicates how the graphical image should be displayed with regard to the markup entity; and
  - (f) transmitting the markup file across the network to the second client through the chat session, wherein in response to the transmission, the markup entity is caused to be displayed, in the orientation on the graphical image, on a display device of the second client.

20 2. The method of claim 1 wherein the graphical image is stored local to the second client.

3. The method of claim 1 wherein the command is selected from a menu.

4. The method of claim 1 wherein the markup entity comprises a second graphical image.

5. The method of claim 1 wherein the markup entity comprises text.

6. The method of claim 1 wherein the markup information comprises extensible markup language (XML).

10 7. The method of claim 1 wherein the second client comprises a particular user.

8. The method of claim 1 wherein the second client comprises a group of users.

9. The method of claim 1 wherein the chat session provides for the transmission  
15 of the markup file and text across the network without breaching firewall security measures.

10. The method of claim 1 wherein the method is implemented as part of an instant messaging application.

20 11. A computer-implemented system for displaying a markup of a graphical image, the system comprising:

- (a) a first client computer;
- (b) a display device connected to the first client computer;

(c) a graphical image stored on the first computer;  
(d) an instant messaging application installed on the first client computer, wherein the instant messaging application is configured to:

- 5 (i) select a command to markup the graphical image;
- (ii) in response to the command, store markup information in a markup file stored separately from the graphical image, wherein the markup information comprises:
- (1) a markup entity;
- (2) a source reference that identifies the graphical image; and
- (3) an orientation that indicates how the graphical image should be
- 10 displayed with regard to the markup entity;
- (iii) receive an identification of a second client to receive the markup file;
- (iv) initialize a chat session across a network with the second client;
- (v) transmit the markup file across the network to the second client through the chat session; and
- 15 (vi) display the markup entity in the orientation on the graphical image on the display device.

12. The system of claim 11 wherein the instant messaging application is configured to display the markup file in the orientation on the graphical image on the display device in

20 response to receiving the markup file during the chat session.

13. The system of claim 11 wherein the command is selected from a menu.

14. The system of claim 11 wherein the markup entity comprises a second graphical image.

15. The system of claim 11 wherein the markup entity comprises text.

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16. The system of claim 11 wherein the markup information comprises extensible markup language (XML).

17. The system of claim 11 wherein the second client comprises a particular user.

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18. The system of claim 11 wherein the second client comprises a group of users.

19. The system of claim 11 wherein the chat session provides for the transmission of the markup file and text across the network without breaching firewall security measures.

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20. An article of manufacture embodying logic for displaying a markup of a graphical image, the logic comprising:

(a) receiving, in a first client, an identification of a second client to initiate a chat session with;

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(b) initializing a chat session across a network between the first client and the second client;

(c) displaying a graphical image on the first client;

(d) selecting a command to markup the graphical image;

(e) in response to the command, storing markup information in a markup file separate from the graphical image, wherein the markup information comprises:

- (i) a markup entity;
  - (ii) a source reference that identifies the graphical image; and
  - 5 (iii) an orientation that indicates how the graphical image should be displayed with regard to the markup entity; and
- (f) transmitting the markup file across the network to the second client through the chat session, wherein in response to the transmission, the markup entity is caused to be displayed, in the orientation on the graphical image, on a display device of the second client.

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21. The article of manufacture of claim 20 wherein the graphical image is stored local to the second client.

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22. The article of manufacture of claim 20 wherein the command is selected from a menu.

23. The article of manufacture of claim 20 wherein the markup entity comprises a second graphical image.

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24. The article of manufacture of claim 20 wherein the markup entity comprises text.

25. The article of manufacture of claim 20 wherein the markup information comprises extensible markup language (XML).

26. The article of manufacture of claim 20 wherein the second client comprises a  
5 particular user.

27. The article of manufacture of claim 20 wherein the second client comprises a group of users.

10 28. The article of manufacture of claim 20 wherein the chat session provides for the transmission of the markup file and text across the network without breaching firewall security measures.

15 29. The article of manufacture of claim 20 wherein the method is implemented as part of an instant messaging application.